



ACTION/DIALOGUE:

“EVERYTHING’S
GOING TO BE
ALL RIGHT.”



REWARD:

+1 SUCCESS
TO ANY ONE
PERSUASION ROLL



ACTION/DIALOGUE:

“YOU THOUGHT OF
THAT AHEAD OF TIME?
YOU MUST’VE BEEN
ONE HECK OF A BOY
SCOUT.”



REWARD:

1 EXPERIENCE
POINT



ACTION/DIALOGUE:

“I WILL NEVER
SURRENDER!”



REWARD:

ACT FIRST IN ANY
ONE ROUND



ACTION/DIALOGUE:

MAKE A WISECRACK
ABOUT SOMETHING THAT
YOUR OPPONENT HAS
JUST FAILED AT.



REWARD:

+1 SUCCESS TO ANY
ONE SKILL OR
ATTRIBUTE ROLL



ACTION/DIALOGUE:

“YOU CAN’T
HURT ME!”



REWARD:

+1 YOUR DEFENSE
FOR ONE ROUND



ACTION/DIALOGUE:

DURING TWO
COMBAT ROUNDS,
VIVIDLY DESCRIBE
YOUR ACTIONS.



REWARD:

+2 SUCCESSES TO
ANY ONE SKILL OR
ATTRIBUTE ROLL



ACTION/DIALOGUE:

TWIRL YOUR FAVORITE
PIECE OF EQUIPMENT
AND SAY, “I’M READY
FOR ANYTHING.”



REWARD:

1 EXPERIENCE
POINT



ACTION/DIALOGUE:

PUT ON A SHOW OF STRENGTH
WHILE INTIMIDATING (OR
PRETENDING TO INTIMIDATE)
YOUR OPPONENT.



REWARD:

+1 SUCCESS TO ONE
INTIMIDATION OR
BLUFF ROLL



ACTION/DIALOGUE:

WHEN YOU ARE DOWN TO 10
LIFE POINTS OR LESS, MAKE A
STIRRING SPEECH ABOUT HOW
YOU’LL NEVER SURRENDER TO
YOUR OPPONENT.



REWARD:

HEAL 5 LIFE
POINTS





ACTION/DIALOGUE:

WITH DRAMATIC FLAIR, SAVE THE LIFE OF AN INNOCENT BYSTANDER.



REWARD:

+1 ADDITIONAL DRAMA POINT



ACTION/DIALOGUE:

“FOOLED YOU! YOU FELL FOR THE OLDEST TRICK IN THE BOOK!”



REWARD:

NEGATE AN OPPONENT’S SUCCESSFUL ACTION AGAINST YOU ONLY



ACTION/DIALOGUE:

ATTEMPT TO TRICK YOUR OPPONENT INTO THINKING YOU’RE ON HIS OR HER SIDE



REWARD:

+1 SUCCESS TO ANY INFLUENCE-RELATED ROLL



ACTION/DIALOGUE:

“I AM THE ONE.”



REWARD:

+1 SUCCESS TO THE RESULT OF ANY ACTION



ACTION/DIALOGUE:

MAKE FRIENDS WITH A NON-PLAYER CHARACTER.



REWARD:

+2 TO ONE INFLUENCE-RELATED ROLL



ACTION/DIALOGUE:

ANSWER A RHETORICAL QUESTION.



REWARD:

REROLL ANY NON-COMBAT ACTION



ACTION/DIALOGUE:

“HANDS OFF THE THREADS, BUDDY!”



REWARD:

+1 TO YOUR DEFENSE



ACTION/DIALOGUE:

PERFORM THE SAME STUNT WITH YOUR POWER OR MARTIAL ARTS TWICE IN ONE GAME SESSION. IF YOU CAN’T DO THIS BEFORE THE SESSION ENDS YOU LOSE THIS CARD.



REWARD:

PICK UP A DRAMATIC EFFECT CARD THAT HAS ALREADY BEEN PLAYED



ACTION/DIALOGUE:

REFUSE MEDICAL ASSISTANCE (INCLUDING USING HEALING MAGIC) FROM THE FIRST PERSON OFFERING IT TO YOU, EXPLAINING HOW MINOR YOUR INJURIES ARE.



REWARD:

HEAL 6 LIFE POINTS





ACTION/DIALOGUE:
 MAKE PUNS AND JOKES
 AT YOUR OPPONENT'S
 EXPENSE.



REWARD:
 +1 SUCCESS TO ANY
 ONE INTIMIDATION
 OR INFLUENCE ROLL



ACTION/DIALOGUE:
 "I HOPE THAT TAUGHT
 YOU A LESSON. NEVER,
 EVER TRY THAT AGAIN."



REWARD:
 REROLL ANY
 ONE ACTION



ACTION/DIALOGUE:
 TELL YOUR OPPONENT IN
 GREAT DETAIL WHAT YOU INTEND
 TO DO WITH HIM OR HER
 ONCE YOU GET YOUR HANDS
 ON THAT PERSON.



REWARD:
 PERFORM ONE EXTRA
 ACTION IN THIS ROUND
 WITH NO PENALTY



ACTION/DIALOGUE:
 ASK ANOTHER
 CHARACTER TO DO SOME-
 THING. THEN SAY, "THAT
 WAS NOT A REQUEST."



REWARD:
 +1 SUCCESS TO ONE
 INTIMIDATION OR
 INTERROGATION ROLL



ACTION/DIALOGUE:
 USE A TITLE AFTER YOUR
 NAME, SUCH AS "THE
 CHOSEN ONE" OR
 "CHAMPION."



REWARD:
 1 EXPERIENCE
 POINT



ACTION/DIALOGUE:
 ALLOW A VILLAIN TO MAKE HIS
 GRAND SPEECH. THEN STRIKE
 A POSE AND DECLARE, "NOT
 WHILE I'M AROUND."



REWARD:
 ACT FIRST IN THE
 NEXT ROUND



ACTION/DIALOGUE:
 HELP A DOWNED
 FOE.



REWARD:
 3 EXPERIENCE
 POINTS



ACTION/DIALOGUE:
 SPEND A DRAMA POINT TO
 SAVE THE LIFE OF ANOTHER,
 WHILE PLACING YOURSELF
 IN DIRECT LINE OF THE
 VILLAIN'S ATTACK.



REWARD:
 2 ADDITIONAL DRA-
 MA POINTS



ACTION/DIALOGUE:
 NEXT TIME YOU
 ATTACK A VILLAIN,
 APOLOGIZE
 INCESSANTLY.



REWARD:
 NEGATE AN OPPONENT'S
 SUCCESSFUL ACTION
 AGAINST YOU





ACTION/DIALOGUE:
COMFORT A TEAMMATE
WHO'S FAILED A ROLL
ATTEMPTED WITH
DRAMA POINTS



REWARD:
1 EXPERIENCE
POINT



ACTION/DIALOGUE:
"ALERT EVERYONE!
WE HAVE A PLAN."



REWARD:
+1 SUCCESS TO ANY
ONE COORDINATED
ACTION ROLL



ACTION/DIALOGUE:
DESCRIBE IN DETAIL
AN ATTEMPT TO SNEAK,
BLEND INTO A CROWD, OR
MOVE SILENTLY.



REWARD:
+1 SUCCESS TO
ANY ONE STEALTH-
RELATED ROLL



ACTION/DIALOGUE:
DEMAND A VILLAIN'S
SURRENDER AND SAY,
"I HAVE THE POWER
TO PROVE IT."



REWARD:
ACT FIRST IN THE
NEXT ROUND



ACTION/DIALOGUE:
SUCCESSFULLY SNEAK
AWAY BEFORE SOMEONE
YOU ARE TALKING TO IS
FINISHED SPEAKING.



REWARD:
+2 SUCCESSES TO
ANY ONE FUTURE
STEALTH-RELATED ROLL



ACTION/DIALOGUE:
DESCRIBE IN DETAIL
A DRAMATIC
ACROBATIC MANEUVER
BEFORE YOU PERFORM IT.



REWARD:
+1 SUCCESS TO
ANY ONE
ACROBATICS ROLL



ACTION/DIALOGUE:
ANNOUNCE YOUR
ACTION TO NO ONE IN
PARTICULAR BEFORE YOU
PERFORM IT.



REWARD:
1 EXPERIENCE
POINT



ACTION/DIALOGUE:
DESCRIBE OR ACT OUT A
FLASHBACK OF AN EVENT
FROM YOUR HERO'S PAST
THAT GIVES HIM INSIGHT IN-
TO A CURRENT PROBLEM.



REWARD:
+2 SUCCESSES TO ANY
MENTAL SKILL ROLL TO
SOLVE THE PROBLEM



ACTION/DIALOGUE:
PERFORM AN ACTION
THAT PROTECTS OTHER
MEMBERS OF YOUR TEAM,
FOREGOING YOUR
OWN SAFETY.



REWARD:
1 DRAMA POINTS





ACTION/DIALOGUE:
 “OUR FRIEND
 NEEDS HELP!”



REWARD:
 ACT FIRST IN THE
 NEXT ROUND



ACTION/DIALOGUE:
 “WE HAVE MORE
 PRESSING MATTERS
 TO ATTEND TO
 THAN THIS.”



REWARD:
 NEGATE AN OPPO-
 NENT’S SUCCESSFUL
 ACTION AGAINST YOU



ACTION/DIALOGUE:
 “WE’RE GOING TO
 SEND YOU BACK
 TO WHERE YOU
 CAME FROM!”



REWARD:
 +1 SUCCESS TO ANY
 ONE COMBAT ROLL



ACTION/DIALOGUE:
 IF TWO OR MORE
 CHARACTERS ARE
 ARGUING, TRY TO
 CALM THEM DOWN.



REWARD:
 +3 SUCCESSES TO ANY ONE
 PERSUASION ROLL OR TO A
 WILLPOWER ROLL TO RESIST A
 PERSUASION ROLL.



ACTION/DIALOGUE:
 CHARGE INTO BATTLE,
 WITH PASSION,
 CONFIDENCE, AND A
 SMILE.



REWARD:
 ACT FIRST IN THE
 NEXT ROUND



ACTION/DIALOGUE:
 ”AFTER THOSE
 GUYS!”



REWARD:
 +1 SUCCESS TO ANY ONE
 CLIMBING, FLYING,
 RUNNING, OR SWIMMING ROLL



ACTION/DIALOGUE:
 “NOW WAIT A
 MINUTE!”



REWARD:
 1 EXPERIENCE
 POINT



ACTION/DIALOGUE:
 DESIGN A PLAN TO TAKE DOWN
 AN OPPONENT OR OVERCOME
 AN OBSTACLE THAT INVOLVES
 THE EXPERTISE OF EACH
 MEMBER OF THE TEAM.



REWARD:
 +2 SUCCESSES TO ANY COMMAND-
 RELATED ROLLS PLUS 2 EXPERIENCE
 POINTS TO EACH PARTICIPANT IF
 THE PLAN SUCCEEDS



ACTION/DIALOGUE:
 “BUCKLE UP,
 DIRT BAG!”



REWARD:
 +1 SUCCESS TO ANY
 ONE COMBAT-RELATED
 SKILL ROLL



 ACTION/DIALOGUE:  REWARD:	 ACTION/DIALOGUE:  REWARD:	 ACTION/DIALOGUE:  REWARD:
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spirit

WHEN PLAYED NEGATES ANY KNOCKOUT / STUN EFFECT OR RESTORES 10 LIFE POINTS



power

WHEN PLAYED, THE HERO MAY INCREASE ANY POWER OR SKILL SHE HAS BY +5 FOR ONE ROUND.



justice

IF THE HERO FAILS A ROLL, HE MAY PLAY THIS CARD AND REROLL WITH A +10 BONUS TO THE ROLL



truth

WHEN PLAYED, THE DIRECTOR GIVES THE HERO A SIGNIFICANT PIECE OF INFORMATION THAT SHE WOULD NOT OTHERWISE KNOW.



skill

WHEN PLAYED, ADDS +3 SUCCESSES TO ANY DEXTERITY- OR INTELLIGENCE-RELATED ROLL.



courage

WHEN PLAYED, THE HERO GAINS +3 SUCCESSES TO ANY STRENGTH-, CONSTITUTION- OR WILLPOWER-RELATED ROLL



luck

WHEN PLAYED, A FAILURE IS TREATED AS A SUCCESS. THIS CARD MAY BE PLAYED AFTER A ROLL HAS BEEN MADE.



protection

WHEN PLAYED, THE HERO MAY NEGATE ALL DAMAGE FROM A SINGLE ATTACK.



destiny

WHEN PLAYED, THE HERO MAY DICTATE THE RESULT OF ANY ONE ACTION, SUBJECT TO THE DIRECTOR'S DISCRETION.

